

SEGATM

INSTRUCTION MANUAL

NON-STOP
ACTION!

NIGHT TRAPTM

OVER 1½ HOURS
OF REAL VIDEO



SEGA 

WELCOME TO THE NEXT LEVEL

**S.C.A.T.
OPERATION BRIEFING FILE
CONFIDENTIAL**

EYES ONLY

Epilepsy Warning

**READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Code Name: **NIGHT TRAP**
Assignment No.: **230**
Commanding Officer: **CMDR. SIMMS**

BACKGROUND

This office has been alerted to the unexplained disappearance of five (5) civilians in the Lakeshore vicinity. The missing persons and possible victims were last seen traveling north on Vineyard Ave. Assumed last whereabouts of the subjects is the winery estate of Mr. and Mrs. Victor Martin.



Police reports reveal that the subjects were invited to spend the night at the Martin property. Under questioning, the Martin family claims that all five (5) subjects arrived at the estate on Saturday and left the property on Sunday at approximately 4 P.M. Victor Martin refused to allow police investigators to search the property.

Continuing police investigation to date has failed to turn up evidence of the subjects' current whereabouts. The case has now been assigned to Sega Control Attack Team — S.C.A.T. — for immediate resolution.

OPERATION STATUS

Two days ago S.C.A.T. agents were able to conduct a surreptitious but thorough search of the Martin house. Investigation uncovered three highly suspicious and previously unknown features:

1. The house is riddled with trap doors cleverly concealed in each room.
2. A series of hidden surveillance cameras allows secret scrutiny of eight (8) sections of the house.
3. A control unit in the basement operates the traps and cameras.



S.C.A.T. examination revealed that the traps are protected by an ACCESS CODE with six (6) color variations. The Martins can change the access code at will. The traps can only be operated when the correct access code is enabled at the control unit.

Yesterday, S.C.A.T. operatives successfully completed Assignment No. 229, code-named TRICK WIRE. While the Martin family was absent, agents secretly spliced an override cable into the trap and camera control system. The cable terminates in a control panel located in the back hallway of the house. The override system enables you, as our internal S.C.A.T. operative, to hide yourself in the house and remotely control the camera and trap units.

MISSION COMPLICATIONS

At this moment, five (5) more house-guests, all unattached, beautiful females between the ages of 16 and 19, are on their way to the winery estate at the Martin's invitation.

S.C.A.T. has been able to position Kelli Medd, one of our best undercover agents, within the group. None of the other co-eds is aware of Kelli's true identity. For their own protection, the women must be kept under constant surveillance through the hidden cameras. Additionally, agent Medd's identity must be kept an absolute secret.



The Martin family includes Mr. and Mrs. Martin, their daughter Sarah, their son Jeff, and a cousin, Tony. Information leads us to believe that the Martins regularly change the access code color as a safety precaution. Since any one of the Martins can change the code, their activities and conversations must be constantly monitored.

From your cover at the override control panel, you must be alert to any change in the access code color. You must immediately enter the new code into the override system in order to maintain control over the traps.

Certain evidence indicates that unidentified persons or things may also be entering the house.

ASSIGNMENT ORDERS

1. Take your position at the override control panel in the back hallway of the Martins' house. Maintain constant surveillance on all rooms. Kelli will transmit clues to you via the cameras whenever possible without jeopardizing her cover.

2. Change the access code as needed to maintain control over the traps.

3. Capture anyone or anything that may endanger the guests. **DO NOT TRAP THE WOMEN.**

4. Discover what happened to the first set of houseguests.

5. Apprehend all perpetrators, if any.

6. **REMEMBER:** Once you take control of the override system, the entire operation is in your hands. The outcome of this assignment depends entirely on you.

7. **DON'T BLOW YOUR COVER.**

Activating the Override Controls

1. Set up your Genesis™ and SEGA CD™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on the Genesis.
3. Press **Start** or **Button A, B or C** when you see the SEGA CD logo to display the SEGA CD Control Panel.
4. Press **Start** or **Button A, B or C** again to open the disc tray.
5. Place **NIGHT TRAP CD 1** into the disc tray, label side up. Press **Button A, B or C** to close the tray.
6. Press **Start** to move the hand cursor on the Control Panel to the CD-ROM button.
7. Press **Button A, B or C** to begin your S.C.A.T. assignment. Pay attention to your briefing by Cmdr. Simms.
8. Press **Button A** to activate the override controls.
9. When prompted, open the disc tray and insert **NIGHT TRAP CD 2**. Close the tray to continue the mission.

* It is not necessary to change the disc with SEGA Genesis Mini 2.

Operating the S.C.A.T. Controller

D-Button moves the marker from one hidden camera view to another. The view that's marked will highlight.

Start displays the floorplan. Press again to return to room surveillance.

Button C changes the color of the access code.

Button B triggers a trap.

Button A switches the display to the high-lighted camera view.



S.C.A.T. MEMO

From the office of CMDR. SIMMS

DUE TO THE SENSITIVE NATURE OF THIS MISSION AND THE POSSIBLE ENDANGERMENT OF OTHER CIVILIANS, ALL S.C.A.T. PERSONNEL ARE UNDER 24-HOUR MISSION ASSIGNMENT UNTIL THIS CASE IS SOLVED.

Using the Override Control Panel

Current Surveillance View



Access Code

Trap Sensor

Surveillance Time

Current Room View

Counters

Hidden Camera Views

OPERATING PROCEDURES

- Switch surveillance views to keep tabs on the household's activities. Listen to conversations to pick up clues. Don't linger in a room where nothing's going on.
- The access code is BLUE when your mission begins. Other possible code colors are red, green, yellow, orange and purple. Eavesdrop to find out when the code is changing, and what the new color will be. Wait until the speaker leaves the room before changing the code. Then press **Button C** until the Access Code indicator changes to the correct color.

- Each trap has a built-in sensor that detects when someone or something is within range. When the sensor bar moves into the red zone, immediately press **Button B** to capture a perpetrator.
- The traps **WILL NOT TRIGGER** if your access code is wrong. Instead, you'll be advised "Access Denied."
- The counters show how many perpetrators have entered the house, and how many have been captured. Don't let the **POSSIBLE** number get out of control. Keep that **CAPTURED** counter moving.

VIEWING THE FLOORPLAN

Switch to the floorplan (press **Start**) to study the layout of the Martin's house.



S.C.A.T. CASE NOTES

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page, leaving small margins at the top and bottom. There is no handwriting or printed text on the page.

Handling Your Compact Discs

- The SEGA CD Compact Discs are intended for use exclusively on the SEGA CD.
- Always use the button controls to open and close the disc tray on the SEGA CD. Attempting to operate the tray manually may cause it to malfunction.
- Avoid bending the Compact Discs or touching, smudging or scratching their surfaces.
- Do not leave the Compact Discs in direct sunlight or near a radiator or other source of heat.
- Always store the Compact Discs in their protective case.

Warning to Owners of Projection TVs

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**NON-STOP
ACTION!**

Digital Pictures



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